A Planeshifted Guide to
FIORA
HOMEBREW
Explore *Magic: The Gathering*'s renaissance world in this guide for
THE WORLD'S GREATEST ROLEPLAYING GAME

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Changelog

- Version 1.1
    - Initial Release

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No generative AI was used in the making of this book.

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AARON MILLER

Welcome to Fiora

Fiora is a plane from the multiverse of Magic: the Gathering that can serve as a D&D setting. It is inspired by Renaissance-era Italy, has cogwork and steampunk aesthetics, and explores themes of political intrigue. Important aspects of Fiora are described herein so that you can make it your own, expanding or altering it however you wish.

Magic: the Gathering

Magic: the Gathering is a collectible trading card game of fun-filled, strategic games to play with friends old and new. It is another product from *Wizards of the Coast*, the creators of Dungeons & Dragons, but exists in its own distinct multiverse.

Each plane in Magic is a unique world with distinct themes, full of magic and wonder.

What You Need

The only resource you need to use this book is *System Reference Document 5.2*. Other resources referenced in the book are the *Player's Handbook* (2024), the *Dungeon Master's Guide* (2024), and the *Monster Manual* (2024).

The content in this book is compatible with older books, but references the latest material from the *SRD 5.2*

Using this Book

DMs can determine how much of this book they want to share with their players. Here's what you'll find in this book:

Chapter 1: Fiora. The first chapter gives a brief overview of Fiora as a setting where adventures can take place.

Chapter 2: Character Classes. This chapter provides an overview of the roles of classes in the setting, and offers new subclasses to choose from.

Chapter 3: Character Origins. This chapter offers new species options for characters native to the setting. It also provides information on the setting's languages.

Chapter 4: Spells. This chapter contains descriptions of new spells that spellcasters can cast.

Appendix A: Cosmology. This chapter provides an overview of multiverse of Magic: the Gathering and the specifics of planar magic.

Appendix B: Monsters. This chapter presents stat blocks for new monsters unique to the setting.

Chapter 1: Fiora

Fiora is home to countless intrigues and plots. A plane of vast natural beauty, its powerful city-states are divided by vast wilderness and treacherous seas. The high lords of the High City of Paliano vie for supremacy. Move is met with countermove, and trust with betrayal, all under the auspices of the monarch of the moment. Those who sit in the legislative seats of the High City control the vote, and the laws issued from Paliano mystically bind the populace. Murder, manslaughter, and violence have never been outlawed — in fact, they are tools utilized by politicians and nobility regularly.

Important Names

A handful of important names are defined below.

Fiora (pronounced fee-OR-ah) is the name of plane.

Paliano (pronounced pah-lee-AH-no), also known as the High City, is the capital city-state of the known plane.

The Custodi (pronounced cuss-TOE-dee) is the priesthood of Fiora. Though they historically worshiped the plane's angels, they are moreso a political power in the High Court than a religious order.

Marchesa d'Amati, also known as the Black Rose, is the current High Queen of Paliano.

Locations

As characters explore the lands of Amonkhet, you can use the information in this section to inspire your own adventures and world details.

Paliano

The High City of Paliano is the plane's capital, and a hub of trade and innovation. It is divided into a number of districts; some bustling with industry, some dotted with luxurious estates, and some filled with seedy alleys and black markets.

The entire city is raised on an enormous platform. Cogwork elevators and a massive staircase allow ascent to the city from the Lowlands.

Lowlands

The Lowlands of Paliano are the lower city; seedier and more dangerous than anywhere in the High City above. It spreads for miles around the High City proper.

The Wilderness

Paliano is surrounded by a wilerness of rolling hills and dense forests. Elves and druids are commonly found in these outskirts, alongside many dangers not faced in the city. This exapnsive wilderness must be traversed if one travels to and from the city, but it remains largely unexplored.

Other Locations

Outside of Paliano, the populace lives in smaller towns run by the local government equally rife with corruption and back-alley dealings.

Neighboring Cities

Rival empires are known to exist on Fiora, though little is known about them. They include the city-states of Kinnestra and Trest.

Chapter 2: Character Classes

When you create a character for Dungeons & Dragons, you choose a class from the options presented in the *Player's Handbook*. Characters of any class can be found on Amonkhet, though some are rarer than others. This chapter provides guidelines on playing certain classes in Amonkhet, and presents subclass options.

The Artificer class is from *Unearthed Arcana 2025 — Eberron Updates*.

Artificers who practice as *Armorers*, *Artillerists*, and *Battle Smiths* are very common in Paliano, and can easily find work as cogwork machinists.

Barbarians are rare on Fiora. Those who follow the *Paths of the Berserker* or *Zealot* might be found among the city guard, while those of the *Path of the Wild Heart* or *World Tree* might be found in the wilderness outside the city.

Bards are common in Paliano, often serving as musicians and etertainers throughout the city.

Clerics are exceedingly rare on Fiora, as the plane has no gods or religion. Instead, a cleric's domain might represent a mage's connection to an angel, demon, or the plane's raw mana.

Druids are rare in the city of Paliano, but common among those living in the wilderness, where nature still thrives.

Fighters fill all the usual roles on Fiora, as soldiers, crop captains, and guards of the High City of Paliano. The *Guardian* subclass is detailed later in this chapter.

Monks are rare on Fiora, and would likely represent warrior traditions from city-states beyond Paliano, such as Kinnestra or Trent.

Paladins who swear the *Oaths of Devotion*, *Glory*, or *Vengeance* might be found among Paliano's guards and warriors, while those of the *Oath of the Ancients* might defend the wilderness from the machine of progress.

Rangers of all kinds are common in the wilderness and the lowlands, and often serve as guides for those traveling between cities.

Rogues are exceedingly common in Paliano, engaging in smuggling, thievery, black market trading, and other unsavory lines of work. The *Spy* subclass is detailed later in this chapter.

Sorcerers of *Clockwork Sorcery* are common in Paliano, channeling the magic of the cogwork machines that fill the city. Sorcerers of *Celestial Sorcery* might channel the power of one of Fiora's angels, while those of *Draconic Sorcery* channel the power of Fiora's dragons. *Aberrant Sorcery* is incredibly rare, drawing magic from other planes.

Warlocks with a *Fiend Patron* might have a pact with one of the archfiends of Paliano, while a *Celestial Patron* might be one of Fiora's angels. An *Archfey* or *Great Old Patron* might be a being from another plane.

Wizards are common on Fiora, and are often students and graduates of the Academy at High Paliano alongside artificers.

Fighter

At level 3, a Fighter gains a choice of Fighter subclass. The following section details the Guardian subclass.

Guardian

Become a Paragon of Protection

Guardians traditional rules of battle on their end, using shields as weapons and enforcing that the best offense is a good defense.

Level 3: Shield Mastery

You can use a Shield as a weapon with the following traits:

Weapon Category: Simple Melee
Damage on a Hit: 1d8 Bludgeoning plus your Strength modifier
Properties: Light, Thrown (range 20/60 feet)
Mastery: Sap (this property doesn't count against the number of properties you can use with Weapon Mastery)

Whenever you make a ranged attack with a Shield, the weapon flies back to your hand immediately after hitting or missing.

Level 3: Juggernaut

You have Advantage on Constitution saving throws. You also have Advantage on saving throws you make to avoid the Prone condition.

Level 7: Warding Maneuver

When a creature you can see attacks you or an ally within 5 feet of you, you can take a Reaction to interpose your Shield if you're holding one. Roll 1d8 and add the number rolled to the target's AC against that attack. If the attack still hits, the target has Resistance to that attack's damage.

You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a Rong Rest.

Level 10: Hold the Line

Immediately after a creature moves within 5 feet of you, you can make an Opportunity Attack against that creature. If that attack hits, the creature's Speed becomes 0 for the rest of the current turn.

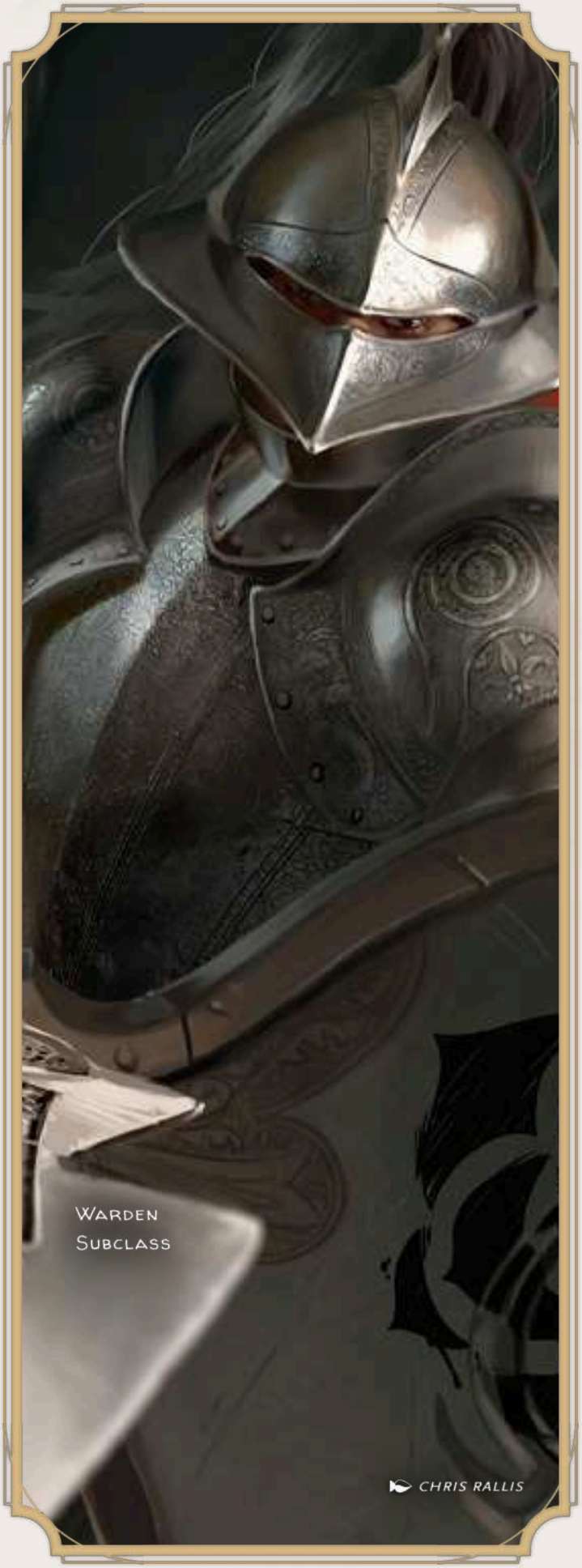
Level 15: Fortifying Presence

As a Bonus Action while holding a Shield, you can radiate a mystical aura of protection in a 10-foot Emanation. The Emanation lasts for 1 minute, until you have the Incapacitated condition, or until you doff the Shield. You and your allies have Half Cover while in the Emanation.

Once you use this feature, you can't do so again until you finish a Long Rest.

Level 18: Vigilant Defender

On each other combatant's turn, you gain an additional Reaction that you can take until the end of that turn. That Reaction can only be used to make an Opportunity Attack. You can take only one Reaction per turn.



Rogue

At level 3, a Rogue gains a choice of Rogue subclass. This section presents the Spy subclass.

Spy

Uncover and Exploit Your Foes' Weaknesses

Your focus is on people and on the influence and secrets they have. Words are your weapons as often as knives or poison, and secrets and favors are some of your favorite treasures.

Level 3: Spy's Tools

You gain a Disguise Kit, a Forgery Kit, and one kind of Gaming Set of your choice, and you have proficiency with them.

Level 3: Eye for Detail

As a Bonus Action, you can do one of the following.

Search. Take the Search action.

Insightful Fighting. Force a creature that you can see to make a Charisma saving throw (DC 8 plus your Wisdom modifier and Proficiency Bonus). On a failed save, you can use your Sneak Attack against the target even if you don't have Advantage on the attack roll. This effect lasts for 1 minute or until you use this Bonus Action again.

Level 9: Insightful Manipulator

The following effect is now among your Cunning Strike options.

Intuit (Cost 1d6). The target must succeed on a Charisma saving throw, or you learn whether that creature has any Immunities, Resistances, or Vulnerabilities. If the target has any, you know what they are.

Level 13: Unerring Eye

As a Bonus Action, you gain Truesight with a range of 30 feet until the end of the current turn. To use this Truesight, you can't have the Blinded or Deafened condition.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Level 17: Soul of Deceit

You are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

Chapter 3: Character Origins

DETERMINING YOUR CHARACTER'S ORIGIN involves choosing a background, a species, and two languages. When making those choices for a character from Avishkar, you choose from the options presented in this chapter instead of those in the *Free Rules* or *Player's Handbook*.

Choose a Background

When you choose your character's background, you can choose any of the backgrounds detailed in the *Free Rules* or *Player's Handbook*. Your DM might offer additional backgrounds as options.

Choose a Species

When you choose a species for your character, you can choose any of the species presented in this chapter.

Choose Languages

Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. The Standard Languages table lists languages that are widespread on Fiora. Common originated in Paliano, the capital city-state of the plane. The other standard languages originated with the first members of the most prominent species of Fiora.

Standard Languages

1d6	Language	Origin
—	Common	Paliano
1	Common Sign Language	Paliano
2–3	Elvish	Elves
4–5	Goblin	Goblins
6	Giant	Giants

The Rare Languages table lists languages that are either secret or derived from other planes of existence and thus less widespread on Fiora. Some features let a character learn a rare language.

Rare Languages

Language	Origin
Abyssal	Demons
Celestial	Angels
Druidic	Druids
Draconic	Dragons
Primordial*	Elementals
Thieves' Cant	Assassins

* Primordial includes the Aquan, Auran, Ignan, and Terran dialects. Creatures that know one of these dialects can communicate with those that know a different one.

Species Descriptions

Five species are presented in this section in alphabetical order; see the *Free Rules* or *Player's Handbook* for how to read a species:

Automaton
Elf
Goblin
Homunculus
Human

Automaton

Cogwork automatons are integrated into every facet of life in the High City of Paliano, fulfilling roles as librarians, maintenance workers, guards, and merchants. Many are also employed as spies by the city's elite.

The automatons were once created by the artificers at the Academy, and every automaton follows a design put forth by the artificer Muzzio, former high chancellor of the city. Muzzio was eventually exiled from the city for corruption, but the automatons remain. Though some are simple servants, many exhibit a sapience granted through mysterious workings of magic.

Automaton Traits

Creature Type: Construct
Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species
Speed: 30 feet

As an Automaton, you have these special traits.

Poison Immunity. You have Immunity to Poison damage and the Poisoned condition.

Sleepless. You don't need to sleep, and magic can't put you to sleep. You can retain consciousness during a Long Rest.

Unusual Nature. You don't gain levels of Exhaustion from dehydration, malnutrition, or suffocation.

Elf

Elves on Fiora hail from the port city of Trest, the primary rival of the High City of Paliano. While many elves are integrated neatly into urban life in the either city, some of them feel an ancestral call towards the natural world untouched by progress.

Notable elves of Fiora include Leovold, Trest's ambassador to Paliano, and Selvala, a member of Paliano's High Court.

Elves are similar in appearance to their counterparts on other worlds; they appear similar to humans but have pointed ears and generally tall and lithe. Elves of Fiora have skin tones with ranges similar to that of humans.

Elf Traits

Creature Type: Humanoid
Size: Medium (about 5–6 feet tall)
Speed: 30 feet

As an Elf, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Elven Lineage. You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage).

Fey Ancestry. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Elven Lineages

Lineage	Level 1	Level 3	Level 5
City Elf	You know the *Prestidigitation* cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Wizard spell list.	*Illusory Script*	*Magic Aura*
Wild Elf	Your Speed increases to 35 feet. You also know the Druidcraft cantrip.	*Speak with Animals*	*Summon Beast*

Goblin

The goblins of Fiora have nefarious reputations as destructive, meddlesome bandits. Several goblin-run gangs plague the streets of Paliano. Despite this outlook, some have managed to find ways to integrate into the structure of the High City.

Fiora's goblins are squat, green-to-yellow skinned humanoids with pointed ears and bulbous noses.

Goblin Traits

Creature Type: Humanoid
Size: Small (about 3–4 feet tall)
Speed: 30 feet

As a Goblin, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Natural Agility. You have proficiency in the Acrobatics, Performance, or Stealth skill.

Nimble Escape. You can take the Disengage or Hide action as a Bonus Action.

Goblinoid Trickery. When a creature you can see hits you with an attack roll, you can take a Reaction to invoke disruptive magic and use one of the trickery options below (choose the option each time you take the Reaction). You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Here are the trickery options:

Jinx. The attacker makes a Wisdom saving throw (DC 8 plus your Charisma modifier and Proficiency Bonus). On a failed save, the attack misses you instead.

Redirect Attack. Choose a willing ally within 5 feet of you. You and the ally swap places, and the ally becomes the target of the attack instead.

Homunculus

A homunculus is a creature that is constructed through alchemy and magic, often by an archmage or powerful wizard. No one knows who created the homunculi that wander the streets of the High City, but it is believed they are long gone, as the homunculi exhibit independece (and a measure of cantakerousness).

The homunculi of Fiora appear as short creatures with large feet and hands, no neck, and a large, singlular eye. They exhibit skin tones that range from blue to green.

Homunculus Traits

Creature Type: Construct
Size: Small (about 2–3 feet tall)
Speed: 30 feet

As a Homunculus, you have these special traits.

Charm Resistance. You have Advantage on saving throws you make to avoid or end the Charmed condiiton.

Darkvision. You have Darkvision with a range of 60 feet.

Evasion. When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. You can't use this trait if you have the Incapacitated condition.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Human

Humans are the dominant species in Paliano, and are similar in appearance to their counterparts in other worlds. They are as varied as they are numerous, and they endeavor to achieve as much as they can in the years they are given. Their ambition and resourcefulness are commended, respected, and feared.

Human Traits

Creature Type: Humanoid
Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species
Speed: 30 feet

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice.

Versatile. You gain an Origin feat of your choice. Skilled is recommended.

Chapter 4: Spells

MAGIC FUNCTIONS ON FIORA AS IT does in most other D&D settings. This chapter provides descriptions of unique spells. See the *Free Rules* or *Player's Handbook* for rules on casting spells and how to read a spell description.

Spell Descriptions

The spells are presented in alphabetical order. If a spell in this chapter has the same name as a spell from another book, use the version of the spell presented in this chapter.

Some spells appear on the Artificer spell list. The Artificer class is from *Unearthed Arcana — The Artificer*.

Chilling Smite

Level 1 Evocation (Paladin)

Casting Time: Bonus action, which you take immediately after hitting a target with a Melee weapon or an Unarmed Strike
Range: Self
Components: V
Duration: 1 minute

As you hit the target, it takes an extra 1d6 Cold damage from the attack, and it makes a Constitution saving throw. On a failed save, the target has the Restrained condition until the spell ends. On a successful save, the spell ends.

While Restrained, the target makes a Constitution saving throw at the start of each of its turns. On a failed save, the target takes 1d6 Cold damage and the spell continues. On a successful save, the spell ends.

Using a Higher-Level Spell Slot. All the damage increases by 1d6 for each spell slot level above 1.

Deathreap Ritual

Level 1 Necromancy (Cleric, Druid, Ranger, Wizard)

Casting Time: 10 minutes or Ritual
Range: Touch
Components: V, S, M (a pearl worth 100+ GP)
Duration: Instantaneous

You drain the residual life energy from one corpse you touch, regaining one expended spell slot of level 5 or lower. You can't regain a spell slot from this spell again until you finish a Long Rest.

A corpse drained by this spell withers to dust. The creature can be revived only by a *True Resurrection* or *Wish* spell.

Misdirection

Level 2 Abjuration (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Reaction, which you take when you see a creature within 60 feet of yourself make an attack or cast a spell
Range: 60 feet
Components: V, S
Duration: Instantaneous

The creature that attacked or cast a spell makes a Wisdom saving throw. On a failed save, another creature of your choice (other than the triggering creature) becomes the target of the attack or spell, provided that creature is within range of the attack or spell.

Rousing of Souls

Level 3 Necromancy (Bard, Cleric, Paladin, Warlock, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a signet ring)
Duration: Concentration, up to 10 minutes

You conjure ancestral spirits that flit around you in a 15-foot Emanation for the duration. When you hit a creature in the Emanation with an attack, the attack deals an extra 2d6 Necrotic damage, and the target has Disadvantage on attack rolls against creatures other than you until the start of your next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

Selvala's Stampede

Level 4 Conjuration (Druid, Ranger)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You conjure nature spirits that appear as a Huge pack of spectral animals in an unoccupied space you can see within range. The pack lasts for the duration, and you choose the spirits' animal form, such as elephants, tigers, or wolves. The pack's space is Heavily Obscured and Difficult Terrain.

At the start of each your turns, you move the pack up to 30 feet to an unoccupied space. If the pack doesn't move, the spell ends.

When the pack appears, each creature in its space makes a Dexterity saving throw. On a failed save, a creature takes 4d10 Slashing damage. A creature also makes this save when the pack moves into its space and when it enters the pack's space or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 4.

Spectral Grasp

Level 2 Transmutation (Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a pinch of dirt from a graveyard)
Duration: Concentration, up to 1 hour

Until the spell ends, one creature you touch can move through other creatures and objects as if they were Difficult Terrain. If it ends its turn inside an object, the target is shunted to the nearest unoccupied space and takes 1d10 Force damage for every 5 feet traveled.

Summon Giant

Level 5 Conjuration (Druid, Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (air, ash, ice, a blade of grass, a pebble, and fulgurite inside a silver vial worth 500+ GP)
Duration: 1 minute

You call forth a Giant spirit. It manifests in an unoccupied space that you can see within range and uses the **Giant Spirit** stat block. When you cast the spell, choose Cloud, Fire, Frost, Hill, Stone, or Storm. The creature resembles a Giant of that kind, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

Giant Spirit

Large Giant, Neutral

AC 14 + the spell's level
HP 50 + 10 for each spell level above 5
Speed 40 ft.; Fly 25 ft. (Cloud only); Swim 40 ft. (Storm only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	14	+2	+2	**Con**	17	+3	+3
Int	10	+0	+0	**Wis**	14	+2	+2	**Cha**	14	+2	+2

Resistances Thunder (Cloud only); Fire (Fire only); Cold (Frost only); Piercing and Slashing (Hill only); Lightning (Storm only)
Senses Darkvision 60 ft., Passive Perception 12
Languages Giant, understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

Actions

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down).

Giant Hammer. *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 10 ft. or range 100 ft. *Hit:* 1d6 + 4 + the spell's level Bludgeoning damage, plus 1d6 damage of a type the spirit has Resistance to (your choice when you cast the spell). *Hit or Miss:* The hammer magically returns to the spirit's hand immediately after a ranged attack.

Summon Monstrosity

Level 6 Conjuration (Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a feather, a scale, and a tooth inside an electrum-inlaid vial worth 600+ GP)
Duration: 1 minute

You call forth a Monstrosity spirit. It manifests in an unoccupied space that you can see within range and uses the **Monstrous Spirit** stat block. When you cast the spell, choose Chimera, Hydra, or Tarrasque. The creature resembles a Monstrosity of that kind, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

Monstrous Spirit

Large Monstrosity, Neutral

AC 13 + the spell's level
HP 50 + 15 for each spell level above 6
Speed 40 ft.; Fly 60 ft. (Chimera only); Swim 40 ft. (Hydra only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	13	+1	+1	**Con**	15	+2	+2
Int	4	–3	–3	**Wis**	14	+2	+2	**Cha**	5	–3	–3

Immunities Blinded, Charmed, Deafened, Frightened, Stunned, Unconscious
Senses Darkvision 60 ft., Passive Perception 12
Languages Understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Reactive (Hydra Only). The spirit can take a number of Reactions equal to half this spell's level (round down).

Reflective Carapace (Tarrasque Only). If the spirit is targeted by *Magic Missile* or a spell that requires a ranged attack roll, roll 1d6. On a 6, the spirit is unaffected and reflects the spell, turning the caster into the target.

Actions

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down). It can replace one attack with a use of Fire Breath if available.

Rend. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d12 + 3 + the spell's level Piercing damage.

Fire Breath (Chimera Only). *Dexterity Saving Throw:* DC equals your spell save DC, each creature in a 30-foot Cone. *Failure:* 2d6 Fire damage. *Success:* Half damage.

Appendix A: Cosmology

THE WORLDS OF MAGIC: THE GATHERING are part of an immense multiverse, a collection of planes each with their own unique histories and people. Almost every plane has a unique theme to explore, from the mythic odysseys of greek-inspired Theros, to the cyberpunk adventures of Japan-inspired Kamigawa. Some adventures only take place on a single plane, while other campaigns branch into the wider multiverse.

The Planes

The planes are the different worlds and dimensions in the Magic multiverse. They fall into the following categories:

Blind Eternities. The Blind Eternities is the void between planes. It is filled with the chaotic energies of aether and mana. The Edge is a plane that sits outside the rest of the multiverse and borders the Blind Eternities.

Planes. The distinct worlds of Magic are called planes, and are similar to the Material plane in other D&D cosmologies.

Realms. A Magic plane might have its own smaller worlds within it, called realms. Most planes have a mortal realm alongside a spirit realm or afterlife. Kaldheim is a plane with ten distinct realms.

Refractions. If a plane has multiple versions of itself, like a parallel universe, these are called refractions. Rabiah is a plane with 1,001 refractions. Refractions can help explain deviations from the Magic Story within your campaign.

Planar Travel

When adventurers travel to other planes of existence, they undertake a legendary journey in which they might face supernatural guardians and undergo many ordeals. The nature of that journey and the trials along the way depend in part on the means of travel, such as portals or spells.

Omenpaths

Omenpaths are portals that allow travel between the planes. They are a remnant the Phyrexian Invasion, wherein the forces of New Phyrexia invaded multiple planes. Omenpaths can can vary in appearance, size, and stability. Some may even be mobile.

Traveling the omenpaths is the easiest way to move between planes, but it's far from simple. It requires careful planning and mapping of the omenpaths to prevent getting lost or stranded on an unknown plane.

Omenpath Classifications

The official Avishkari Omenpath Classification System is a simple, colloquial system that attempts to batch omenpaths into three recognizable categories:

Evergreen. Evergreen Omenpaths are stable portals that opened in the wake of the Phyrexian invasion and have not yet closed.

Deciduous. Though not permanent, Deciduous Omenpaths are considered stable in that they open and close on regular, predictable cycles.

Instanced. Instanced Omenpaths are any other Omenpaths, including those that have recently opened and are undergoing evaluations to determine their classification. They might be open for days or mere seconds.

Known Omenpaths

The locations and destinations of confirmed omenpaths, evergreen or deciduous, are listed in the tables below.

Known Evergreen Omenpaths

Destination 1	Destination 2
Amonkhet	Muraganda
Amonkhet	Ghirapur, Avishkar
Ghirapur, Avishkar	Muraganda
Eiganjo, Kamigawa	Tenth District, Ravnica

Known Deciduous Omenpaths

Destination 1	Destination 2
Alacria	Ghirapur, Avishkar
Ghirapur, Avishkar	Valor's Reach, Kylem
Pachatupan Coast, Ixalan	Strixhaven, Arcavios
Omenport, Thunder Junction	Varies

Planeswalking

A planeswalker is a sentient, living creature that possesses a "planeswalker spark," an imprint of aether on their soul. The chances of a creature being born a planeswalker is one in a million, and fewer still ever have their spark ignited, which occurs under strong stress or emotion.

A planeswalker with an ignited spark can cast the *Plane Shift* spell on itself once per day, without expending a spell slot and without spell components.

Spells and Magic

Spells and magic items that allow access to other planes of existence often function differently in the Magic multiverse.

Astral Plane

The *Astral Projection* spell and other magic that accesses the Astral Plane instead accesses the Blind Eternities.

Planar Communication

The Izzet Guild from the plane of Ravnica has constructed interplanar communication relays that allow creatures to communicate across planes. See *A Guildmaster's Guide to Ravnica* for more information about Ravnica and the Izzet Guild.

Planar Relay

While using a Planar Relay, a creature can take a Utilize action to speak a short message of 25 words or fewer into it and choose a destination relay on another plane. Any creature within 5 feet of the destination relay can hear the message. Typically, creatures who speak a language from one plane can't use it to communicate with creatures who speak a langauge of the same name from a different plane.

The Planar Relay Services table shows typical prices for using Planar Relays.

Planar Relay Services

Service	Cost
Communication	2 SP per word
Translation	2 CP per word

The Multiverse

Planes and realms that might be relevant to an Amonkhet adventure or campaign are described below. They are presented in alphabetical order.

Ethereal Plane

Amonkhet has its own Ethereal Plane. It functions like the Border Ethereal described in the *Dungeon Master's Guide*.

The Blind Eternities

The Blind Eternities are the void between planes, filled with chaotic energies of aether and mana. It acts as more of a doorway between planes, rather than a plane itself. It appears uniquely to every observer; some experience an endless space that feels like crushed velvet, others might see endlessly intricate layers of glass, curving and overlapping.

Astral Projection

A creature that isn't a planeswalker that casts *Astral Projection* can observe the Blind Eternities, but isn't physically there, and typically can't enter new planes.

Inorganics Only

Though inorganic material can pass through the Blind Eternities safely, unprotected flesh vaporizes in seconds. Planeswalkers are the only living creatures that can traverse the Blind Eternities.

If a creature that isn't a planeswalker manages to access the Blind Eternities physically, they die and are disintegrated. The creature can only be revived by a *True Resurrection* or a *Wish* spell.

Navigating the Blind Eternities

A traveler in the Blind Eternities can move by simply thinking about moving, but distance has little meaning. In combat, though, a creature has a Fly Speed (in feet) equal to 5 times its Intelligence score and can hover.

Discovering Planes

A creature that explores the Blind Eternities can discover new planes; the experience of finding a new plane is as unique to each planeswalker as their perception of the Blind Eternities.

When a planeswalker casts *Plane Shift*, they typically leave an Aether Trail through the Blind Eternities. Another planeswalker that casts *Astral Projection* can follow this trail to find the destination plane.

Appendix B: Monsters

THIS APPENDIX PROVIDES STAT BLOCKS for monsters that can be found on Avishkar. See the *Monster Manual* for how to read a monster's entry and stat block. The monsters are presented in alphabetical order.

Angel of Fiora

Medium Celestial, Lawful Good

AC 18 **Initiative** +1 (11)
HP 66 (12d8 + 12)
Speed 30 ft., Fly 90 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	12	+1	+1	**Con**	13	+1	+1
Int	11	+0	+0	**Wis**	17	+3	+6	**Cha**	18	+4	+7

Skills Perception +6
Immunities Radiant; Charmed, Exhaustion, Frightened
Senses Darkvision 120 ft., Passive Perception 10
Languages Celestial, Common
CR 5 (XP 1,800; PB +3)

Traits

Flyby. The angel doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Magic Resistance. The angel has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The angel makes two Divine Sword attacks and uses Bless.

Divine Sword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d10 + 3) Slashing damage plus 18 (4d8) Radiant damage. If at least one of the angel's allies is within 5 feet of the target, the target takes an extra 2 (1d4) Radiant damage.

Bless. The angel casts *Bless*, requiring no spell components and using Charisma as the spellcasting ability.

Angel of Fiora

Magisters of Worth

Habitat: Urban; **Treasure:** Relics

The angels of Fiora are celestial beings of divine order and justice, created from the plane's white mana. When they appear in the High City of Paliano, they often rise through political ranks and seek membership on the high council or the judiciary. Corrupt politicians fear angels, knowing that the celestials are incorruptible and will rout out corruption; but the angels themselves are bound by the law, and often seek the assistance of mortals to end wickedness that they cannot reach.

Archdemon of Paliano

Demons of Deals and Terror

Habitat: Planar (Abyss), Urban; **Treasure:** Relics

Fiora's archdemons do not hail from Paliano, but are instead summoned to the plane from the Abyss by Custodi priests seeking lichdom. They appear as enormous creatures with curled horns and bat-like wings. Though most often summoned to teach the secrets of undeath, archdemons are cunning creatures who attempt to find ways to void their contracts and free themselves from the priests. Through both brute force and cunning, archdemons attempt to compel mortals and to serve them in the endless conflicts of the Abyss or in plots within the city.

Archfiend of Paliano

Huge Fiend (Demon), Lawful Evil

AC 16
HP 157 (15d12 + 60)
Speed 40 ft., Fly 30 ft.

Initiative +2 (12)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	15	+2	+2	**Con**	19	+4	+4
Int	21	+5	+9	**Wis**	14	+2	+6	**Cha**	18	+4	+9

Skills Arcana +9, Deception +9, History +9, Perception +6
Immunities Charmed, Frightened
Senses Darkvision 120 ft., Passive Perception 10
Languages Abyssal, Common
CR 10 (XP 5,900; PB +4)

Traits

Demonic Restoration. If the archfiend dies outside the Abyss, its body dissolves into ash, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Regeneration. The archfiend regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Actions

Multiattack. The archfiend makes three Chain Whip attacks. It can replace one attack with a use of Terrify if available.

Chain Whip. *Melee Attack Roll:* +9, reach 20 ft. *Hit:* 11 (3d4 + 4) Slashing damage.

Terrify (Recharge 4–6). *Wisdom Saving Throw:* DC 17, one creature the archfiend can see within 120 feet. *Failure:* 33 (6d10) Psychic damage, and the target has the Frightened condition until the end of the archfiend's next turn. *Success:* Half damage only.

Behemoth

Regal Wardens of the Gardens

Habitat: Forest, Urban; **Treasure:** None

Behemoths are large reptiles, akin to dinosaurs, that are employed by the aristocracy as guardians of the noble estates. They are often lavishly adorned with golden, jewels, and streamers in a display of the noble's wealth.

Behemoth

Huge Beast (Dinosaur), Unaligned

AC 13
Initiative –1 (9)
HP 95 (10d12 + 30)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	9	–1	–1	**Con**	17	+3	+3
Int	2	–4	–4	**Wis**	11	+0	+0	**Cha**	5	–3	–3

Senses Passive Perception 10
Languages None
CR 5 (XP 1,800; PB +3)

Actions

Ram. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 24 (4d8 + 6) Bludgeoning damage. If the target is a Huge or smaller creature and the behemoth moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 17, one creature within 5 feet that has the Prone condition. *Failure:* 22 (3d10 + 6) Bludgeoning damage. *Success:* Half damage.

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Custodi

Eternal Priests of Undeath

Habitat: Urban; **Treasure:** Relics

The Custodi is the priesthood of Paliano, sworn to serve the city-state's ruler. Unwilling to relinquish their political power, nearly all Custodi priests pursue methods of undeath during their tenure, and many become liches or lingering ghosts after their death to continue their duties. They are also keen to use their powers of necromancy to revive a fallen monarch if their authority would be challenged by the successor.

Custodi Ghost

Custodi priests who are fervent in their dedication to the priesthood can return after death as ghosts. These incorporeal spirits continue to uphold the creeds of the monarch and execute political authority in the city.

Custodi Lich

Liches are the eldest and highest ranking members of the Custodi, their souls bound to their corpses long after death through fiendish contracts.

Custodi Ghost

Medium Undead (Cleric), Lawful Evil

AC 15 **Initiative** +0 (10)
HP 110 (20d8 + 20)
Speed 0 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	10	+0	+0	**Con**	13	+1	+1
Int	18	+4	+7	**Wis**	20	+5	+8	**Cha**	17	+3	+3

Skills Insight +8, Perception +8
Resistances Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder
Immunities Necrotic, Poison; Charmed, Exhaustion, Paralyzed, Petrified, Poisoned, Stunned, Unconscious
Senses Darkvision 60 ft., Passive Perception 18
Languages Common
CR 8 (XP 3,900; PB +3)

Traits

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). If the ghost fails a saving throw, it can choose to succeed instead.

Undead Fortitude. If damage reduces the ghost to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the ghost drops to 1 Hit Point instead.

Actions

Multiattack. The ghost makes two Life Drain attacks.

Life Drain. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 18 (4d8) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken, and the ghost regains Hit Points equal to that amount.

Spellcasting. The ghost casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

3/Day Each: *Sanctuary*, *Spirit Guardians* (level 4 version)

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the ghost can expend a use to take one of the following actions. The ghost regains all expended uses at the start of each of its turns.

Obedience. *Wisdom Saving Throw:* DC 16, one creature the ghost can see within 120 feet. *Failure:* The target has the Incapacitated condition until the end of its next turn. While Incapacitated, the target's Speed is 0 and can't increase.

Raise Spirit. The ghost targets a Humanoid corpse within 120 feet of itself that has been dead for no longer than 1 minute. The target's spirit rises as a **Specter** in the space of its corpse or in the nearest unoccupied space. The specter is under the ghost's control. The ghost can't take this action again until the start of its next turn.

Custodi Lich

Medium Undead (Cleric), Lawful Evil

AC 14 **Initiative** +3 (13)
HP 97 (15d8 + 30)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	16	+3	+3	**Con**	14	+2	+7
Int	19	+4	+9	**Wis**	16	+3	+8	**Cha**	15	+2	+2

Skills Arcana +14, History +14, Insight +8, Perception +8
Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 60 ft., Passive Perception 18
Languages Common and any two languages
CR 14 (XP 11,500; PB +5)

Traits

Legendary Resistance (3/Day). If the lich fails a saving throw, it can choose to succeed instead.

Regeneration. The lich regains 10 Hit Points at the start of each of its turns. If the lich takes Fire or Radiant damage, this trait doesn't function at the start of its next turn. Its body is destroyed only if it starts its turn with 0 Hit Points and doesn't regenerate.

Bound Contract. If destroyed, the lich gains a new body in 24 hours if its contract is intact, reviving with all its Hit Points. The new body appears in an unoccupied space in the nearest Custodi temple. The contract is a Tiny object that has AC 11, HP 1, and Immunity to all damage except Fire and Radiant.

Actions

Multiattack. The lich makes three Grave Burst attacks.

Grave Burst. *Melee or Ranged Attack Roll:* +9, reach 5 ft. or range 120 ft. *Hit:* 14 (4d6) damage of a type chosen by the lich: Necrotic or Radiant.

Spellcasting. The lich casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

At Will: *Detect Magic*, *See Invisibility*, *Thaumaturgy*
2/Day Each: *Animate Dead*, *Bestow Curse*, *Fear*, *Ray of Enfeeblement*
1/Day Each: *Blight*, *Circle of Death*, *Finger of Death*

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the lich can expend a use to take one of the following actions. The lich regains all expended uses at the start of each of its turns.

Cantrip. The lich uses Spellcasting to cast *Detect Magic*, *See Invisibility*, or *Thaumaturgy*.

Grave Attack. The lich makes one Grave Burst attack.

Disrupt Life. *Constitution Saving Throw:* DC 20, each creature that isn't an Undead in a 20-foot Emanation originating from the lich. *Failure:* 21 (6d6) Necrotic damage. *Success:* Half damage. *Failure or Success:* The lich can't take this action again until the start of its next turn.

Guardian Giant

Defenders of the Throne and Crown

Habitat: Urban; **Treasure:** Armaments

The giants of Fiora are the historical protectors of the throne of Paliano's monarch. Though they are not enchanted or forced to serve, they see their role as the monarch's guardians as an ancestral honor, and nearly all of them answer the call to defend the city from threats without and within.

Guardian Giant

Huge Giant, Lawful Neutral

AC 19
HP 137 (11d12 + 66)
Speed 40 ft.

Initiative +6 (16)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	24	+7	+7	**Dex**	17	+3	+6	**Con**	22	+6	+6
Int	10	+0	+0	**Wis**	14	+4	+7	**Cha**	12	+1	+1

Skills Insight +7, Perception +10
Senses Passive Perception 20
Languages Common, Giant
CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The giant makes three Guardian Spear attacks.

Guardian Spear. *Melee or Ranged Weapon Attack:* +10, reach 10 ft. or range 60/240 ft. *Hit:* 17 (3d6 + 7) Piercing damage. *Hit or Miss:* The spear magically returns to the giant's hand immediately after a ranged attack.

Reactions

Protection. *Trigger:* A creature the giant can see attacks another creature within 10 feet of the giant. *Response:* The attacker has Disadvantage on the triggering attack.

Homunculus

Monocular Servants Given Magical Life

Habitat: Any; **Treasure:** Arcana

A mage can create a small, obedient assistant called a homunculus through alchemy and ancient rituals. Each homunculus shares a telepathic bond with the mage who created it and loyally serves its creator. If its creator dies, a homunculus enjoys an eternal life of independence.

Many homonculi on Fiora are independent, and some believe nearly all of them were created by the same mage who has long passed away.

Homunculus

Small Construct, Neutral

AC 13
HP 4 (1d6 + 1)
Speed 30 ft.

Initiative +2 (12)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	4	–3	–3	**Dex**	15	+2	+2	**Con**	13	+1	+1
Int	10	+0	+0	**Wis**	10	+0	+2	**Cha**	7	–2	+0

Immunities Poison; Charmed, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Common plus one other language
CR 0 (XP 10; PB +2)

Traits

Telepathic Bond. While the homunculus is on the same plane of existence as its master, the two of them can communicate telepathically with each other.

Actions

Slam. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage.

Phantasmal Guardian

Illusory Sentinels of the Spires

Habitat: Urban; **Treasure:** Arcana

The wizards of the Academy are adept at crafting illusions; and not only illusions that fool the eyes but those with tangibility that might as well be real. Phantasmal guardians are such illusions. They are created by powerful wizards to guard the Academy and other important locations, and despite their illusory nature they can cause a great deal of harm to intruders.

Mages might use phantasmal guardians to guard treasures or magical sites. Roll on or choose a result from the Phantasmal Guardian Lairs table to inspire why a guardian defends an area.

Phantasmal Guardian Lairs

1d4	The Phantasmal Guardian Defends...
1	A wizard's secret library.
2	An artificer's illegal laboratory.
3	An important political prisoner.
4	An undiscovered omenpath.

Phantasmal Guardian

Medium Construct, Neutral

AC 15
Initiative +2 (12)
HP 67 (9d8 + 27)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	11	+0	+0	**Con**	16	+3	+3
Int	6	–2	–2	**Wis**	12	+1	+1	**Cha**	7	–2	–2

Skills Perception +3, Stealth +4
Immunities Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Restrained
Senses Darkvision 60 ft., Passive Perception 10
Languages Understands Common but can't speak
CR 2 (XP 450; PB +2)

Traits

Ethereal Sight. The guardain can see 60 feet into the Ethereal Plane when it is on the Material Plane.

Flyby. The guardian doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Incorporeal Movement. The guardian can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Multiattack. The guardian makes two Ghostly Claw attacks.

Ghostly Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Necrotic damage.

Sinuous Horror

Eldritch Impersonator

Habitat: Any; **Treasure:** Relics

The sinuous horror is an aberrant creature of unknown origin that lurks in the sewers of Paliano's lowlands. In its true form, it appears as a mass of thorny tentacles around a maw of sharp teeth.

The horror has the frightening ability to mimic other creatures it has seen. It can extrude one of its tentacles and cause it to take the shape of a creature, complete with accompanying sounds and smells. The horror uses this ability to lure unsuspecting prey into the sewers to be devoured. Roll on or choose a result from the Sinuous Horro Simulacrums table to inspire what kind of creature the horror can simulate.

Sinuous Horror Simulacrums

1d4	The Sinuous Horror Simulates...
1	A sewer-dwelling creature such as a **Bat** or **Rat**.
2	A lost child looking to return home.
3	A snickering goblin holding a sack full of gold.
4	A wealthy merchant who has gone missing.

Sinuous Horror

Huge Aberration, Lawful Evil

AC 16 **Initiative** +3 (13)
HP 115 (10d12 + 50)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	16	+3	+3	**Con**	21	+5	+5
Int	22	+6	+6	**Wis**	13	+1	+5	**Cha**	18	+4	+4

Skills Deception +8, History +10, Perception +5, Religion +10
Immunities Charmed, Prone
Senses Blindsight 60 ft., Passive Perception 15
Languages Common plus two other languages
CR 10 (XP 5,900; PB +4)

Traits

Amorphous. The horror can move through a space as narrow as 1 inch without expending extra movement to do so.

Actions

Multiattack. The horror makes four Tentacles attacks and uses Devour.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 17 (4d6 + 3) Bludgeoning damage.

Devour. *Dexterity Saving Throw:* DC 18, one creature the horror can see within 5 feet. *Failure:* 22 (4d8 + 4) Piercing damage plus 22 (4d10) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the horror regains Hit Points equal to that amount.

Bonus Actions

Sinuous Simulacrum. The horror extrudes one of eight tentacles into an unoccupied space within 120 feet, and the tip of the tentacle shape-shifts into a Medium or smaller creature. This simulacrum looks, sounds, smells, and feels exactly like the creature it simulates.

The tentacle can be damaged, causing the simulacrum to disappear when destroyed (AC 20, HP 10, Immunity to Poison and Psychic damage). Damaging the tentacle deals no damage to the horror, and a destroyed tentacle regrows at the start of the horror's next turn. A tentacle is also destroyed if there is no opening at least 1 inch wide between the simulacrum and the horror.

Tremor Lizard

Subterranean Reptillian Hunters

Habitat: Mountain, Underground, Urban; **Treasure:** None

One of the many creatures native to Fiora are the tremor lizards, enormours subterranean reptiles that can burrow through rock and stone. They are attracted to vibrations, so they often appear in the heart of the city during celebrations, festivals, or busy markets. They surface among crowds looking for other creatures to devour.

Tremor Lizard

Huge Monstrosity, Unaligned

AC 17 **Initiative** +3 (13)
HP 168 (16d12 + 64)
Speed 50 ft., Burrow 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	16	+3	+3	**Con**	18	+4	+4
Int	2	–4	–4	**Wis**	14	+2	+2	**Cha**	5	–3	–3

Skills Perception +6, Stealth +7
Immunities Poison; Poisoned
Senses Darkvision 90 ft., Passive Perception 16
Languages None
CR 11 (XP 7,200; PB +4)

Traits

Tunneler. The lizard can burrow through solid rock at half its Burrow Speed and leaves a 5-foot-diameter tunnel in its wake.

Actions

Multiattack. The lizard makes one Bite attack and one Tail attack.

Bite. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 25 (3d12 + 6) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 18). While Grappled, the target has the Restrained condition and can't be targeted by the lizard's Tail.

Tail. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 28 (5d8 + 6) Bludgeoning damage.

Quake (Recharge 5–6). *Dexterity Saving Throw:* DC 16, each creature and object on the ground within 30 feet. *Failure:* 60 (11d10) Bludgeoning damage. If the target is a creature, it has the Prone condition and its Concentration is broken. *Success:* Half damage only.

Wood Elemental

Primal Spirit of Bark and Vine

Habitat: Forest; **Treasure:** None

Wood elementals arise when spirits of the Elemental Plane of Earth inhabit trees, shrubs, and other plant life. These beings possess powerful limbs and bark-like skin, often covered in plant growth. On Fiora, wood elementals often serve those who conjure them, or they appear in the forests and woodlands of the wilderness. Wood elementals often encourage plant growth as they move through an area, causing damage to the urbanized structures of Paliano.

Wood elementals can be made of different types of plants. Roll on or choose a result from the Wood Elemental Compositions table to inspire a wood elemental's features.

Wood Elemental Compositions

1d4	The Wood Elemental's Body Is Covered In...
1	Grass and moss.
2	Beautiful flowers.
3	Delicious-looking fruit.
4	Prickly thorns.

Wood Elemental

Large Elemental, Neutral

AC 15 **Initiative** –1 (9)
HP 95 (10d10 + 40)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	8	–1	–1	**Con**	18	+4	+4
Int	5	–3	–3	**Wis**	10	+0	+0	**Cha**	7	–2	–2

Vulnerabilities Fire
Immunities Poison; Charmed, Exhaustion, Paralyzed, Petrified, Poisoned, Stunned, Unconscious
Senses Darkvision 60 ft., Passive Perception 10
Languages Primordial (Terran)
CR 5 (XP 1,800; PB +3)

Traits

Immutable Form. The elemental can't shape-shift.

Siege Monster. The elemental deals double damage to objects and structures.

Woodsense. The elemental knows the location of any other creature in contact with plants or vegetation within 60 feet.

Actions

Multiattack. The elemental makes two attacks, using Slam or Hail of Bark in any combination.

Slam. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

Hail of Bark. *Ranged Attack Roll:* +7, range 120 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Take the Crown

Huge thank you to all of my supporters and my personal play group, and to James Wyatt for his work on the original *Plane Shift* supplements.

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